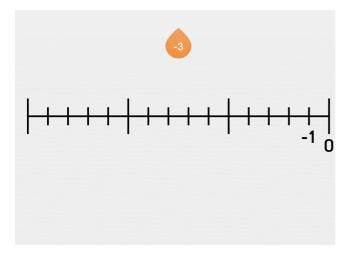
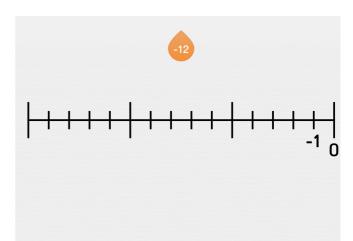
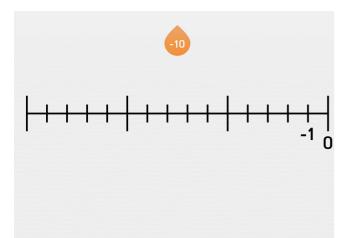


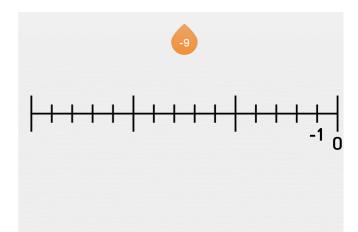
Discover negative numbers

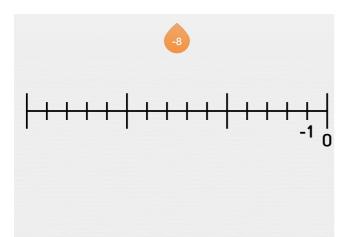
Place an x where the marker should be placed













myBlee Math